GALGOTIAS UNIVERSITY

# THINK BOLD

# BUILD REAL

CENTRE OF EXCELLENCE FOR

## DESIGN THINKING & AUGMENTED REALITY

*A new kind of thinking space.*

## ABOUT THE CENTRE

The Galgotias Centre for Design Thinking & Augmented Reality (GCDT–AR) is an interdisciplinary Centre of Excellence housed within the School of Design (SoD).

The Computer-Aided Design Lab under GCDT–AR supports Interior & Spatial Design, Graphic Design, digital branding, and visual communication, functions as an innovation hub where ideas evolve from 2D concepts to immersive 3D environments.

Equipped with advanced design software and visualization tools, the lab enables students to explore design thinking, prototyping, spatial planning, and augmented reality applications.

## DESIGN IS NOT JUST WHAT IT LOOKS LIKE. DESIGN IS HOW IT WORKS AND WHO IT SERVES.

At GCDT–AR every tool, every session, and every collaboration is oriented toward one goal: producing graduates who think boldly, prototype fearlessly, and deliver real-world impact.

## DELL PRECISIO PEN DISPLAY

### Precision tools. Creative freedom.

Every workstation in the lab is purpose-configured for design, 3D, and XR workflows.

## WORKSTATION PROFILE

Each workstation is pre-installed with the full professional software stack and is optimised for high-performance 3D rendering and real-time XR simulation. Pen-touch displays enable pressure sensitive input for sculpting, sketching, and detailing work.

| | |
|---|---|
| Platform | Dell Precision Series |
| Display | Large-format pen-touch display |
| Input | Active stylus + precision mouse |
| OS | Windows 11 Pro (licensed) |
| Software | SketchUp, Rhino 8, Adobe suite |
| XR Ready | Meta Horizon Link certified |
| Network | DynamicRack managed campus LAN |
| LMS | Trellis ILMIPro (GU LMS) |

# PROFESSIONAL TOOLS REAL WORKFLOWS.

**Rhino 8**
3D Modelling

**SketchUp 2026**
Arch. Design

**LayOut 2026**
Documentation

**Adobe Creative Cloud**
Design digital content

**Meta Horizon Link**
XR Platform

**Adobe Photoshop**
Image Editing

**Blender**
3d Modelling

**Figma/Miro**
UX & Ideation

# CURRICULUM PILLARS

## Design Thinking

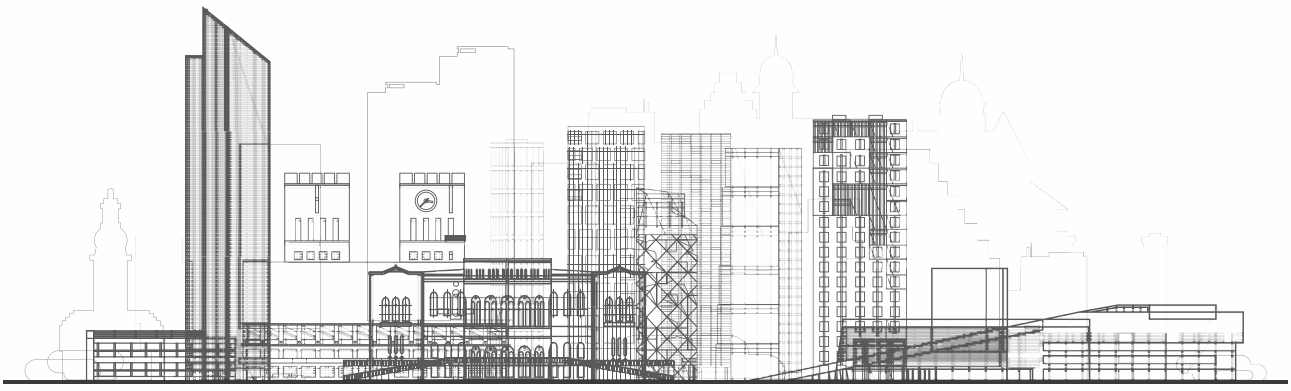
Empathy mapping, journey mapping, rapid prototyping, and facilitated design sprints across real client briefs using the Stanford school methodology.

## 3D Modelling & Spatial Design

From sketch to parametric model Rhino 8 and SketchUp pipelines prepare students for interior, product, and spatial design careers.

## Augmented & Virtual Reality

End-to-end XR production: asset creation, scene building, interaction design, and deployment on Meta Quest hardware and mobile AR platforms.



# STATE-OF-THE-ART WORKSPACES DESIGNED FOR DEEP FOCUS AND CREATIVE COLLABORATION

## High Performance

Workstations: Dell Precision towers with large-format pen-touch displays for professional 3D modelling, rendering, and real-time simulation at studio-grade quality.

## Immersive XR Suite

Meta Quest headsets with Meta Horizon Link for interactive prototyping, virtual walkthroughs, mixed-reality experiences, and spatial computing projects.

## Immersive XR Suite

Flexible open-plan zones for cross-disciplinary teamwork, critique sessions, design prints, and hackathon-ready rapid prototyping across all schools.

# EXPERIENCE THE IMPOSSIBLE BEFORE IT EXISTS.

Our XR suite gives students hands-on access to immersive technologies reshaping architecture, healthcare, engineering, and entertainment globally.

- Meta Quest 3 Standalone Mixed Reality Headsets
- Meta Horizon Link PC-tethered high-fidelity VR
- Spatial audio & haptic controller input
- Multi-user shared virtual environments
- 360° immersive content creation pipeline
- AR overlay development for design & spatial projects

XR HARDWARE
**Meta Quest 3 Fleet**

Latform
**Meta Horizon Link**

# SIX REASONS TO CHOOSE DIFFERENTLY

## Industry-Grade Hardware

Our XR suite gives students hands-on access to immersive technologies reshaping architecture, healthcare, engineering, and entertainment globally.

## Full Professional Software Suite

SketchUp 2026, Rhino 8, LayOut 2026, Adobe Acrobat, and Meta Horizon Link fully licensed professional tools used by real studios, not limited student editions.

## Human-Centred Methodology

Design Thinking embedded in every project brief: empathise, define, ideate, prototype, test a repeatable problem-solving framework applicable across every industry.

## Interdisciplinary Access

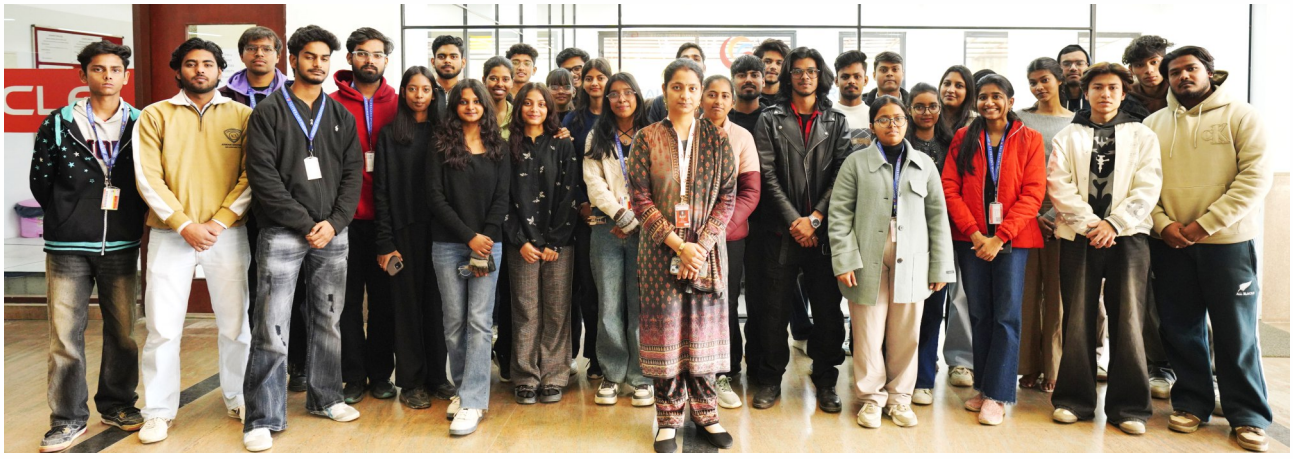
Serving Interior & Spatial Design, Graphic Design, digital Branding, and visual communication diverse perspectives from across the School of Design drive stronger outcomes.

## Part of a 20+ CoE Ecosystem

Galgotias University hosts 20+ industry aligned Centres of Excellence with companies like SalesForce, IBM, L&T, EduTech, Cisco, HP-Intel and more creating unmatched cross-disciplinary collaboration.

## Portfolio-Ready Outcomes

Every semester produces tangible deliverables — 3D models, immersive XR experiences, and interactive prototypes that build a compelling, industry-ready portfolio.



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